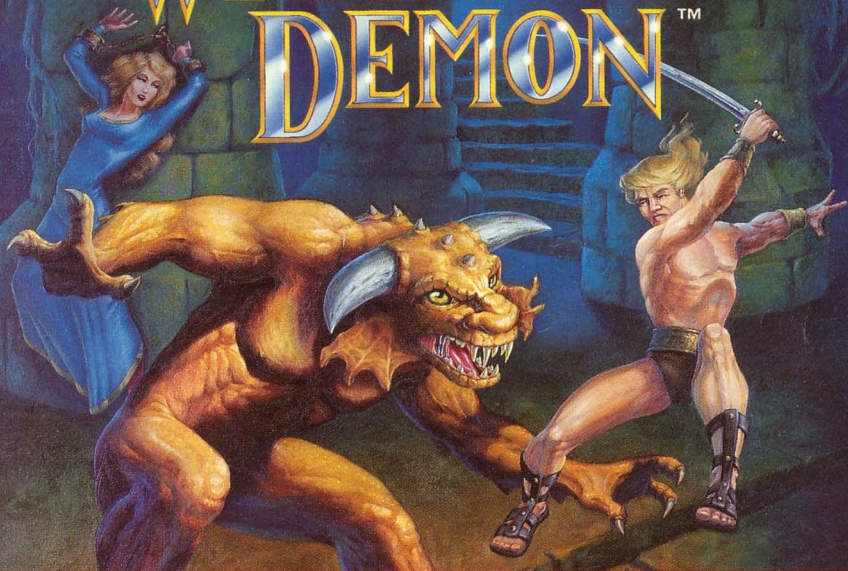


WRATH OF THE DEMON™



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If the compact disc fails beyond the warranty period, it will be replaced for \$13 U.S. (including shipping). When sending goods back to ReadySoft for repair from outside Canada, please mark the outside of the package "Defective Canadian goods being returned for repair".

Credits

Game design by Abstrax
Programming: Pierre Proulx
Graphics: Claude Pelletier
Additional programming: Martin Ross, David Foster
Music: David Whittaker
Cover artwork: Brian Sebern
Introduction: Jorge Freitas

Scanned

by

Thalion

INTRODUCTION

The wizard, Anthrax, lit the last candle completing the circle around him. Thirteen flames burning above thirteen waxen heads flickered in an unfelt wind; a plume of colored smoke rising from each to form a churning cloud in mid-air. Anthrax lifted his arms into the cloud and began to mutter an ancient spell, causing the smoke to swirl wildly, spitting forth flashes of light that filled the room with an evil energy. As the wizard continued his incantation, an image began to materialize in the raging storm above, an evil twisted image, not that of a human but of a Demon long thought dead.

The Demon spoke like thunder booming loudly in the wizard's ears, "Who disturbs the Demon's sleep?! What creature thinks himself so powerful as to risk the Demon's fury?!"

Anthrax tried to scream over the torment building in the room, "It is I, Anthrax, court wizard to his Majesty the King, who summons you to perform my bidding!"

The words were almost lost in the rushing wind, "I command you to destroy the King and make his realm mine!"

The Demon laughed, the sound of thunder exploding over a mountain range, "Kill the King I shall and capture his domain I will, but not for you, insignificant worm!"

Lightning erupted from the circling cloud striking the Wizard and reducing his body to a smouldering pile of ash. The cloud began to grow, spilling from the tower's windows, flowing up into the sky. It spread its tendrils, blotting out the sun to make the land as dark as death. An evil rain poured down upon the earth and set the ground afire, spreading from dirt to rocks, rocks to trees, trees to man. The Demon's minions leapt from each flame, springing forth as hideous monsters to devastate the inhabitants of the doomed Kingdom. In an instant the entire realm, as far as the eye could see, was burning; the smoke from a hundred thousand dying souls rising up, lost on the blowing winds. As quickly as it had begun the deadly storm receded into the castle that had witnessed its birth.

The once prosperous Kingdom lay ruined, nothing left alive but a single bird forgotten in the Demon's blind wrath. Months turned to years, years to decades and the memory of the ruined Kingdom was lost like dust on the wind. All that remained was a lone castle, the seat of power from where a King once ruled.

After a time, men wandered into the wasteland and a new Kingdom arose ruled by another King. All the while the Demon continued his sleep, waiting as he recovered his energy. The land was his now and the Demon kept a watchful eye on these new inhabitants as they populated the land. Within a few generations the Kingdom had grown as mighty as the one that had stood many years before. And as it grew, so did the uneasiness of the Demon's sleep until finally the evil one sensed the time had come to once again wreak destruction.

In the hollow of a tree, a good faery awoke from a terrible nightmare. In her dream she had seen a vast horde of pillaging monsters moving across the land like an unstoppable plague.

The face of a powerful Demon reached the recesses of her mind, lingering long after the nightmare was over. Fearing the dream a premonition of real danger, the faery began preparing magical potions and spells that might defend the realm against such an evil attack. The King must be warned, she thought, and someone must find the Demon and destroy it.

Even as the faery worked, the deadly hand of the Demon reached out from the castle delivering one of its minions to entrap the faery and keep her captive until the Demon could rise. As the faery was being captured she sent out a mental plea for help to the King, that some brave warrior might be sent to rescue her. The King received the message and did as the good faery requested, calling upon his most trusted messenger to relay a command to the honored knight the King had selected.

The messenger sped into town with only one thought in mind -- to deliver the Royal Scroll he carried. The Demon was watching though, and again released one of its monsters to kill the messenger before he could complete his mission. The flying monster appeared above the roofs of the town and found the messenger running along a road.

Nearby, a chance visitor strolled along the road in search of lodging for the night. Noticing a strange shadow pass along the ground, the stranger glanced up to see the Demon's minion fly past overhead.

"That thing had blood in its eyes and death in its heart," he thought, "I must see what evil it might do."

The stranger ran down an alley and stopped in the safety of the shadows at a corner between two buildings. He crept back as the messenger came running, chased by the flying monster. Too late to intervene, the would-be hero could only watch as the monster ripped at the other man's throat leaving him dead in the center of the road. In the messenger's hand the stranger found the Royal Scroll depicting the Kingdom's plight.

Here your quest begins. After travelling to the palace, the King instructs you to ride forth and defend the realm. The King promises you the hand of the Princess in marriage should you succeed in your mission. Even now the evil horde is crossing the land and will try to end your journey. The King calls out as you prepare to leave, "Only you can save my Kingdom from the horde! Only you can deliver us from the grasp of the Demon!" And so you gallop towards the horizon where a black, evil cloud has begun to spread across the darkening sky...

GAME INSTRUCTIONS

After you have opened the package you should find one compact disc, a registration card and these instructions.

To Load Wrath Of The Demon

Insert the Wrath of the Demon compact disc into a disc caddy and close the caddy. Insert the caddy into your CDTV unit. The game will then begin. The remote controller is designed

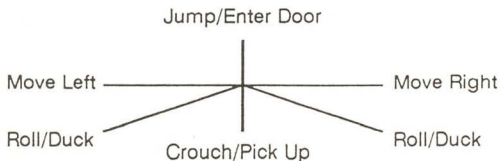
to operate in either Joystick or Mouse emulation mode (as selected by the Joy/Mouse button on the controller). In order to use the numbers on the remote controller on the initial production CDTV units (which you will need to use potions), you must be in Mouse emulation.

After the game has loaded, the intro will automatically begin. You can skip it (after you've admired it at least once...) by pressing the A button on the remote controller at any time. You will then be returned to the title page. Pressing the A button again will skip the scrolling text and start the game right away.

Controlling The Hero

Use the directional arrows on the remote controller to control the hero's movements. The controls of the hero are divided into two parts: Action Scenes and Fighting Scenes.

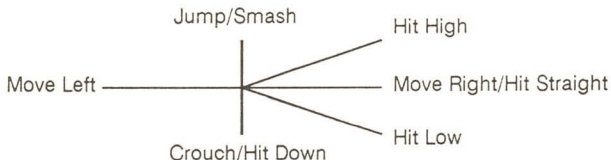
CONTROLS FOR THE ACTION SCENES



Pressing the A button will PUNCH. If you have a special weapon in your possession, pressing the A button will use the weapon rather than punching.

Moving up or down will normally cause the hero to jump or crouch. If you are standing in front or against a door, however, moving up or down will make the hero enter these doors.

CONTROLS FOR THE FIGHTING SCENES



You can use the directional arrows to jump or move the hero. Holding the A button down will give you access to the sword movements.

Keypad Functions

Press the 1 key to use a Shield potion; the 2 key to use a Zap potion; and the 3 key to use a Healing potion.

You can pause the game at any time by pressing the ESCAPE key on the remote controller. To continue to play, press the ESCAPE key again and the game will resume.

Energy Symbol And Potions

During the game you will notice a circular symbol around a face on the top left of the screen. This represents the energy of the hero. When the twelve circles around the face become empty, the hero will die.

On the bottom right hand side of the screen, there are three different symbols with numbers under each. The first one represents your Shield potions; the second one, your Zap potions; and the third one, your Healing potions. The numbers under them represent the number of potions that you are carrying. Please note that you can't carry more than three potions of each kind.

SHIELD POTIONS: The hero will become immortal for three seconds.

ZAP POTIONS: Every monster around the hero will die or lose some energy. Unfortunately some monsters won't be affected by these potions due to their constitutions.

HEALING POTIONS: The healing potions will cure all your wounds and restore your energy to its maximum.

Keys And Additional Weapons

At some points during the game, you will find keys and additional weapons. To use the keys, punch in the locks or move in the direction of the door. The door will automatically swing open. The additional weapons will become active only when needed. You can use them by pressing the A button.

Saving Your Position

To save your position press the 7 key when there is scrolling text being displayed on the pictures between each of the scenes. A menu will appear displaying previously saved positions and asking you to select a number under which to save your current position.

You can save up to ten different positions. If a save location is already used, the position where you saved will be shown, otherwise 'EMPTY' will be displayed. If all of your save locations are used, you can save over an existing one.

Loading A Saved Game

To load your position press the 9 key while the text is scrolling on the King picture (the picture following the title screen).

A menu will then appear showing you the name of your previously saved positions and asking you to select the number corresponding to the position to load from. If a save location is already used, the position from where you saved will be shown, otherwise 'EMPTY' will be displayed.

Select a location and the game will continue at the saved scene.

Restarting The Scene

If the hero dies in one of the scenes, you can restart the same scene by pressing the A button when the text is scrolling on the Death picture. You will restart the scene with the same number of potions as you had when you originally began the scene. If you don't press the A button, you will return to the beginning of the game.

Ending The Game

To stop playing the game simply eject the compact disc.

GENERAL HINTS ABOUT THE GAME

1. Try to keep your potions, you'll probably need them badly as you progress.
2. To defeat the various monsters, you will find that you must develop different strategies for each of them.
3. Try to stay as far away as possible from the monsters.
4. Never let a monster push you in a corner.
5. At certain points during the game, it is recommended that you make a map of the surroundings.
6. Some monsters carry potions that can be collected by killing them.
7. Sometimes it's better to try to avoid a monster rather than trying to kill it.
8. Most of the time, switches activates mechanisms.
9. Save between each of the scenes.
10. When in the castle, you always view the North and East walls.

NOTHING ESCAPES THE DEMON'S GRASP!

Legends tell of a time when fear ruled the land. A time when no man, woman or child was safe from the spread of evil. A time when a fierce Demon sent his evil minions to roam through the land and make the kingdom his own.

That time is upon us once again...

You have been summoned by the King to defend the realm, rescue the Princess, and rid the Kingdom of the evil Demon before all is lost. Your quest will lead you through caves, swamps, temples and castles before reaching your ultimate challenge... the Demon himself.

Wrath of the Demon combines spectacular graphics, animation, sound and playability, featuring:

- 3 Megabytes of graphics data
- 1,400 frames of animation
- 600 screens of action
- compatible with processor accelerators
- more than 100 colors on screen
- over 100 monsters, some larger than half the screen
- smooth 60 frames per second, 15-level parallax scrolling for realistic 3D effect



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